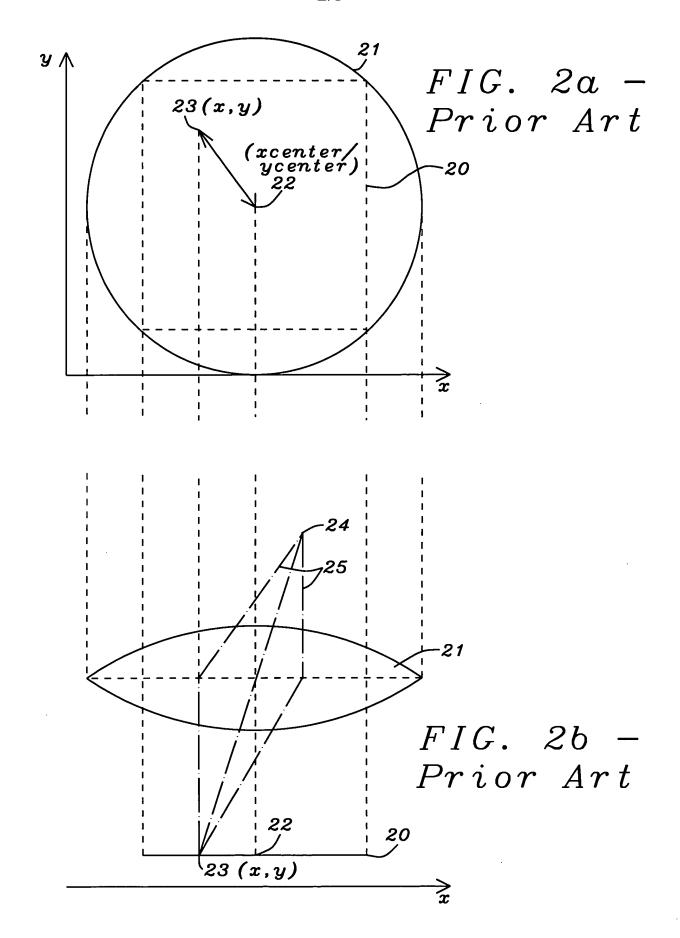
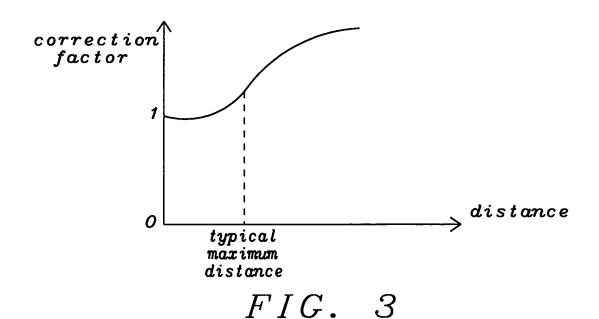


FIG. 1 - Prior Art





Int f1 = register.vignetting\_factor1; —40

Int f2 = register.vignetting\_factor2; —41

int xdist = x-xcenter; —42

int ydist = y-ycenter; —43

int dist2 = (xdist × xdist) + (ydist × ydist).

int dist4 = (dist2 × dist2); —45

int fcorr = 1 + f1 × dist2 - f2 × dist4; —46

pixelnew = fcorr × pixelold; —47

FIG. 4